

COMMAND REORDERING FOR OUT OF ORDER BUS TRANSFER

5 BACKGROUND OF THE INVENTION

The present invention relates generally to graphics display systems and methods, and in particular to methods and systems for interfacing a graphics system with a weakly ordered bus interface.

10 In many modern computer or computerized systems the primary interface for providing information to a user is a display. Information generated by the computer system's processing unit is conveyed to the user by means of the display. As computer systems have evolved and become ever more capable, increased emphasis has
15 been placed on the quality of the images displayed, including both the quantity of data displayed and the rate at which data on the display may change. In order to increase the quality of the images displayed without overburdening the computer system's processing unit, graphics devices, such as graphics accelerators,
20 are often used to perform much of the work required to render a given image.

In general, the processing unit, or CPU, determines what graphical images should be displayed on a display. The graphics device, on the other hand, largely determines how to display the
25 image. The CPU executes, or runs, a software program such as a driver. The driver creates drawing commands to be provided to the graphics device. An example of a command is a command to draw a triangle. Along with the drawing command, the driver provides information, i.e. parameters, that pertains to the command. For
30 example, the parameters associated with the command to draw a triangle could be the vertices of the triangle, and the red, green, blue and intensity values of the triangle. The graphics device then renders the display by manipulating the drawing command and parameters to produce a visual representation, such
35 as a rendered triangle, on the display.

As visual representations have become more realistic, the drawing commands and parameters have become more complex. For example, the drawing command for rendering a three-dimensional triangle requires numerous parameters for designating three-dimensional spatial locations for each vertex, as well as additional shading or texturing information. The large number of required parameters for commands, and the rate at which commands must be propagated from the CPU to the graphics device, place ever increasing demands on the CPU, the graphics device, and also the communication interface between the CPU and the graphics device.

The CPU generally communicates with the graphics device over a bus. In the past, and in many existing systems, the CPU and graphics device communicated over a general system bus. Due to the high volume of information required to produce high quality images, particularly dynamic texturing three dimensional images, use of the general system bus inordinately taxes system resources and, at times, provides insufficient support of data requirements for graphics displays. Accordingly, a dedicated CPU to graphics device bus is provided by some systems. A dedicated CPU to graphics device bus reduces the number of devices competing for the use of the bus and thereby provides more bandwidth or space on the bus for transferring information to the graphics device. The dedicated bus, however, does not reduce the large amount of information required to be communicated to the graphics device. Therefore, with the tremendous amount of information being communicated to the graphics device, the importance of efficient bus utilization becomes even greater.

One way to reduce the amount of data transferred from the CPU to the graphics device is to efficiently encode the command to indicate the meaning of parameters pertaining to the command. This effectively increases bus bandwidth as less than the complete set of possible parameters need be sent from the CPU to the graphics device every time the CPU issues a new command. Instead,

the graphics device determines from the command the meaning of parameters provided with the command. This implies, however, that
5 the parameters bear some predefined relationship to the command. An example of such a relationship is that the parameters be received by the graphics device in a predefined sequential order after receipt of a command.

Use of write combining (WC) technology is another way to
10 increase bus bandwidth. An example of WC technology is found in the Intel AGP chipset 440BX. Write combining combines individual writes to a bus into an aggregation, with each aggregation being formed of many individual writes. The order of the individual writes, however, is not necessarily maintained.

15 Thus, if the bus is transmitting information sequentially loaded into an area in memory, the order in which the information is received may not be the order in which it was sequentially loaded into memory. In other words, when using WC the CPU or the bus controller does not necessarily transfer information in the
20 same order as the information is prepared by software executing on the CPU, such as the graphics driver. Instead the CPU or bus controller may transmit information as it sees fit to increase bus efficiency.

The use of both WC technology and encoded commands to
25 increase bus bandwidth is therefore problematical. WC technology requires that at times information be transmitted in an order possibly different than that otherwise expected by the sender. The use of encoded commands, on the other hand, requires that received parameters be in a predefined order with respect to a
30 command. Accordingly, methods and systems which overcome the obstacles of using of both write combining technology and encoded commands are desirable.



SUMMARY OF THE INVENTION

The present invention provides systems and methods of increasing effective bus bandwidth through utilization of commanding encoding in a weakly ordered bus interface. According to the present invention, items of data are written sequentially into sequential ordered areas of a memory. The ordered areas of memory thereby form command registers, with the registers being identifiable by address locations. Thus, each item of data is placed in an area of the memory having an associated address. The items of data and their associated addresses are transmitted over a bus. The items of data and the associated addresses are received from the bus, and the addresses for each item of data are examined. The items of data are then placed in a storing buffer based on the address associated with each item. The placement of the items in the storing buffer is accomplished in the same order as the items of data were originally written to the sequentially ordered areas of the memory.

The items of data comprise commands and parameters, with each parameter, and generally multiple parameters, pertaining to a command. The method further comprises examining the items of data to determine whether the items of data are commands or parameters, as well as determining which parameters pertain to which command. The storing buffer may comprise a plurality of storage buffers. Each of the storage buffers has two arrays associated with the storage buffer. The first array is a read availability status array. The read availability status array indicates whether locations in the storage buffer contain data available for reading. The second array is a direct read status array. The direct read status array indicates for each storage location within the storage buffer whether data has been directly read out to a command interpreter, which may be a burst command interface. The direct read status array is useful in that the storage buffers may be read out in bulk to a temporary storage facility, which may

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include a graphics device memory, in order to avoid overflowing
the command storage buffers as well as to increase system
5 efficiency. However, there may be times when less than all of the
command storage buffers have data available for reading, but a sum
of the storage buffer data should be read. Thus data also needs
to be provided directly to the command interface, instead of only
after being stored in the temporary memory. If data is read
10 directly to the burst command interface, however, then the
corresponding slots and the other storage buffers should also be
provided directly to the command interpreter.

In one embodiment, data received over the bus is split into
a data portion and an address portion, and routed to a FIFO. The
15 data portion is routed to the FIFO via multiplexors using portions
of the address associated with the data to determine the portion
of the FIFO in which the data should be placed. The FIFO serves
as an elastic memory such that data may be clocked into the FIFO
at a bus clock rate, and clocked out of the FIFO at graphics
20 device clock rate. After data is output from the FIFO the data
is once again multiplexed, or routed using a router, into a slot
in the storage buffers, the slot selected based on portions of the
address information associated with the data item. The data in
the storage buffers is then provided to a command interpreter for
25 further processing by the graphics device.

Many of the attendant features of this invention will be more
readily appreciated as the same becomes better understood by
reference to the following detailed description considered in
connection with the accompanying drawings.

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BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 illustrates a block diagram of a computer system using
the present invention;

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FIG. 2 illustrates a flow diagram of a process for placing data in a contiguous memory and sending the data drawing command and parameters ultimately to a graphics device;

5 FIG. 3 illustrates a block diagram of an embodiment of the graphics device of FIG. 1;

FIG. 4 illustrates a block diagram of an embodiment of the decoder/sorter of FIG. 3;

10 FIG. 5 illustrates a block diagram of another embodiment of the decoder/sorter of FIG. 3;

FIG. 6 illustrates a block diagram of an embodiment of the storing buffers of FIG. 3;

15 FIG. 7 illustrates an exploded view of a tag array and a hit array showing the relationship of each to a command storage buffer;

FIG. 8 illustrates a flow diagram of a process of decoding and sorting received data performed by the decoder/sorter 10 of FIG. 3;

20 FIG. 9 illustrates a block diagram of an embodiment of the command burst FIFO of FIG. 3;

FIG. 10 illustrates a block diagram of another embodiment of the command burst FIFO of FIG. 3;

25 FIG. 11 illustrates a flow diagram of a process of transferring data to the command burst FIFO from the command storage buffers;

FIG. 12 illustrates a block diagram of an embodiment of the data synchronizer of FIG. 3;

30 FIG. 13 illustrates a block diagram of another embodiment of the data synchronizer of FIG. 3;

FIG. 14 illustrates a flow diagram of a process of providing data to the burst command interface from the data synchronizer; and

35 FIG. 15 illustrates a flow diagram of a process of reordering out of order data according to the present invention.

DETAILED DESCRIPTION

The present invention provides a system and a method of increasing effective bus bandwidth utilization by reordering out of order data received from a weakly ordered bus interface. FIG. 1 illustrates a computer system using the present invention. The computer system includes a CPU 1 which communicates with a graphics device over a bus 7. A graphics driver program runs on the CPU. The graphics driver creates drawing commands and parameters utilized in conjunction with the drawing commands. The driver arranges the drawing commands and parameters into 32 bit registers. These 32 bit registers are reserved regions of physical memory address space, and in the embodiment of FIG. 1 are a contiguous region A of system memory 3 or are sequentially ordered areas of memory identifiable by address. In the embodiment of FIG. 1 the contiguous region A is defined as a write combining memory type. Further, the graphics driver sequentially writes commands and parameters into sequentially increasing address locations of the memory, until an upper bound is reached. Once the upper bound is reached, the graphics driver begins writing data, i.e., commands and parameters, starting at the lower bound when a command is ready to be written. Using the bus, the commands and parameters are communicated to the graphics device 5, which often includes a co-processor.

FIG. 2 illustrates a flow diagram of a process to send a drawing command and parameters ultimately to the graphics device. In step 211, the process checks the amount of graphics data, drawing commands and parameters, in the system memory. In step 30 213 the process checks if the amount of graphics data in the system memory is greater than or equal to 32 DWords. If the amount of graphics data in the system memory is greater than or equal to 32 DWords, then, in step 216, the process sends the graphics data to the graphics device in a burst write transaction. A burst write transaction is when all 32 DWords are

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transmitted over the bus interface in four bus clocks. Further
5 burst write transactions will result until all the graphics data
are transmitted on the bus interface. If the amount of graphics
data in the system memory is less than 32 DWords, the process in
step 215 checks if the amount of graphics data is a multiple of
4 DWords. If the amount of graphics data is a multiple of 4
DWords, the process, in step 217, sends the data to the graphics
10 device in a partial write transaction. A partial write
transaction is when 1 Dword is transmitted on the bus interface
in one bus clock. However, if the amount of graphics data is not
a multiple of 4 DWords, the process in step 219 adds dummy or
filler data into the system memory up to an amount such that the
15 graphics data is a multiple of 4 DWords. In step 217, the
process sends the graphics data, along with the filler data to
the graphics device by executing partial write transactions and
then the process returns.

FIG. 3 illustrates a block diagram of an overview of a
20 receiving portion of the graphics device of FIG. 1. A bus
interface 7, such as an accelerated graphics port (AGP) interface
or a peripherals controller interface (PCI), is connected to a
decoder/sorter 10. The bus interface provides a conduit for
providing data, commands and parameters, from the CPU (shown in
25 FIG. 1) to the graphics device. A detailed description of the
AGP interface, is described in Accelerated Graphics Part
Interface Specification, May 4, 1998, the disclosure of which is
incorporated herein by reference. Further description concerning
the bus interface, write combining, and connection to peripherals
30 such as a graphics device is described in Intel 440 BX AGPset:
82443BX Host Bridge/Controller, April 1998, and Write Combining
Memory Implementation Guidelines, November 1998, the disclosures
of which are incorporated herein by reference.

The decoder/sorter synchronizes the data to the graphics
35 device's clock. The decoder/sorter 10 also determines the order

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in which the data was written by the graphics driver executing
on the CPU. The decoder/sorter determines this order by decoding
5 the addresses of the received data and storing the data in
storing buffers 30 based on the decoded addresses. The storing
buffers are read by a command burst FIFO 70 or a data
synchronizer 90. The command burst FIFO 70 sends data to the
data synchronizer 90 and sends 128 bit packed data to a graphics
10 memory 110. Graphics data in the graphics memory 110 is also
sent to the data synchronizer 90 in a 128 bit packed data stream.
Both the graphics memory and the command burst FIFO are temporary
storage areas. The data synchronizer 90 selects the appropriate
data source, the storing buffers 30, the command burst FIFO 70,
15 or the graphics memory 110, and sends the graphics data to a
burst command interface 130. The burst command interface 130
recognizes the commands and parameters in the received data and
accordingly provides appropriate information to other portions
of the graphics device. The burst command interface, which is
20 in part a command interpreter, examines the data for a pre-
defined bit pattern in order to identify a command versus a
parameter. Once the burst command interface has identified a
command, the burst command interface determines which other
portions of the graphics device to which to send commands, the
25 appropriate parameters and other instructions. In other words,
the commands are identifiable by bit patterns in the received
data, and the commands are pre-enumerated such that the command
interpreter can determine the parameters which pertain to the
command.

30 FIG. 4 illustrates a block diagram of an embodiment of the
decoder/sorter 10 of FIG. 3. Data is transmitted over the bus
interface to a receive FIFO 12. The bus interface may operate
at a different frequency, such as 33MHz or 66MHz, than the
circuitry on the graphics device. Accordingly, the receive FIFO
35 elastically spans the frequency difference between the bus

interface and the graphics device and thereby acts as a data queue. The receive FIFO is 128 bits deep. If 128 bits of data
5 are transferred on the bus interface in one bus clock, one bus clock fills one entry of the receive FIFO. If only 32 bits of data are received in one bus clock, the data is padded with 96 bits of filler data so that one bus clock fills one entry of the receive FIFO. When one entry on the receive FIFO is full, the
10 data is transferred to the storing buffers. By regulating the flow of data from the bus interface to the storage buffers, the receive FIFO synchronizes the frequency of the bus interface with the operational frequency of the graphics device.

The receive FIFO 12 is connected to an address decoder 11
15 and a MUX 13. The address decoder 11 decodes the address portion of the receive data to determine an address location and sends the address location to the MUX 13. The MUX 13 receives a data portion, which is 32 bits of graphics data, transferred from the bus interface 7 and also receives as a selector the address
20 location from the address decoder 11, and the MUX 13 uses the selector to place the graphics data within the storing buffers 30.

FIG. 5 illustrates a block diagram of another embodiment of the decoder/sorter 10. An address identifier 14 receives information from a bus interface, and provides the information to a data filler 16 and an address portion to transmit MUX 22. The data filler 16 sends 128 packed bits of data to a receive packing FIFO 18. The receive packing FIFO 18 sends 128 bits of data to a transmit MUX 22. The receive packing FIFO 18 stores
30 8 entries, each entry able to store 128 bits of data. Within each of the 8 entries, there are 4 sections of 32 bits. As previously described, 32 bits of data are sometimes transferred over the bus interface in one bus clock. Those 32 bits of data are stored in one section of one entry within the receive packing
35 FIFO 18. The data filler 16 determines from the address portion

of the information which section within the receive packing FIFO will store the 32 bits of data. The other 96 bits, out of the 5 128 bits, of the one entry of the receive packing FIFO are filled by the data filler 16 with dummy data, such as all zeros.

A DWord enable array 20 is associated with each entry within the receive packing FIFO 18. The DWord enable array 20 contains a DWord enable bit associated with each section within the 10 respective entry. The DWord enable bit informs the storing buffers, that ultimately receive the data, which section contains the 32 bits of valid data. Hence, the storing buffers will only store the 32 bits of valid data and not store the 96 bits of dummy data.

15 The transmit MUX 22, using the decoded address portion provided by the address identifier 14 as a selector, the transmit MUX provides the valid data from the receive packing FIFO 18 to as a selector storing buffers 30.

In another embodiment of the decoder/sorter 10, 128 bits of 20 data are transferred on the bus interface in one bus clock. An address portion is sent with each 32 bits of data. Hence, for the 128 bits of data transferred, four sets of 32 bits of data are included with, respectively, four separate address portions. Each address portion determines which section within the receive 25 packing FIFO to store the 32 bits of data.

In another embodiment of the present invention, 64 bits of data are transferred on the bus interface in one bus clock and in another embodiment of the present invention 96 bits of data may be transferred on the bus interface in one bus clock. Each 30 address portion designates which section within the receive packing FIFO to store the 32 bits of data. Sections of an entry not designated to store data are filled with dummy data.

FIG. 6 illustrates a block diagram of a detailed view of the storage buffers 30 of FIG. 3. Data streams 15A, 15B, 15C, and 35 15D are inputs into the storing buffers 30. The data streams

15A, 15B, 15C, and 15D are connected, respectively, to command
storage buffers 31, 33, 35, and 37. Each of the command storage
5 buffers 31, 33, 35, and 37 are 8 x 32 buffers able to hold 256
bits of data. Each command storage buffer has an associated
8 x 1 tag array, a read availability array, and an 8 x 1 hit
array, a direct read status array. Thus, command storage buffers
31, 33, 35 and 37 have, respectively, tag arrays 39, 41, 43, 45
10 and hit arrays 47, 49, 51 and 53. Each bit, a read availability
indicator, of the tag array and each bit, a direct read status
indicator, of the hit array, are associated with one of the 32
15 bit words in the command storage buffers. Each command storage
buffer 31, 33, 35, and 37 is connected, respectively, to an
output data stream 55A, 55B, 55C, and 55D whereby graphics data
is transmitted to either the command burst FIFO 70 or the data
synchronizer 90.

FIG. 7 illustrates an exploded view of one of the tag arrays
39 and its relationship to its respective command storage
20 buffer 31. The remaining tag arrays are the same as tag array
39, and each of these tag arrays bear the same relationship to
their respective command storage buffers.

Each tag array is able to hold 8 bits of information. In
other words, each tag array has 8 tag bits. Each command storage
25 buffer contains 8 entries of 32 bits. Each of the 8 tag bits is
associated with one of the 8 entries in the command storage
buffer. For example, the first tag bit in the first tag array
is associated with the first entry of the first command storage
buffer, and the last tag bit in the first tag array is associated
30 with the last entry of the first command storage buffer.

Each tag bit signifies whether an entry in the command
storage buffer contains valid data. If a tag bit is set then the
associated entry contains valid data, and no additional data
should be written into that entry until the valid data has been
35 read. Conversely, if a tag bit is not set then additional data

can be written into the associated entry in the command storage buffer.

5 FIG. 7 also illustrates an exploded view of one of the hit arrays 47 and its relationship to its respective command storage buffer 31 of the storing buffers 30. The remaining hit arrays are the same as hit array 47, and each of these hit arrays bear the same relationship to their respective command storage
10 buffers.

Each hit array holds 8 bits of information, or in other words has 8 hit bits. Each of the 8 hit bits are associated with one of the 8 entries in a command storage buffer. For instance, the third hit bit in the second hit array is associated with the
15 third entry of the second command storage buffer. Each hit bit is used to regulate the flow of graphics data from the storage buffers 30 to the command burst FIFO 70 and the flow of graphics data from the storage buffers to the data synchronizer 90. The detailed operation and relationship of the hit bits to the
20 storage buffers is more fully described in conjunction with FIG. 11.

FIG. 8 illustrates a flow diagram of a process performed by the decoder/sorter 10 of FIG. 3. In step 251, the process receives the graphics data from the bus interface. In step 253, the process decodes the address information from the data received in step 251. Using the decoded address information, the process determines which command storage buffer to use to store the received data. Further, the process uses the decoded address to determine which individual entry within the command storage
30 buffer to use to store the received data.

In the address portion transmitted to the address decoder, bits 6 and 5 determine which one of the four command storage buffers will be used to store the graphics data. For instance, if bits 6 and 5 are both zero, command storage buffer 31 will be
35 used to store the graphics data. Furthermore, bits 4 through 2

in the address portion determine which one of the eight entries
5 in the command storage buffer will store the graphics data. In
other words, if command storage buffer 31 is identified by bits
6 and 5 and bits 4 though 2 are zero, then the first entry in the
command storage buffer 31 is used to store the graphics data.

Once the process has determined which command storage buffer
and which individual entry within the command storage buffer is
10 to be used for storing the received data, the associated tag
array is checked by the process in step 255. If the associated
tag bit is not set, then the process in step 257 will store the
received data in the command storage buffer. In step 259, the
process sets the appropriate tag bit in the associated tag array,
15 thereby preventing the received data stored in the associated
command storage buffer from being overwritten and then the
process ends. If the associated tag bit is set, then the process
waits, periodically checking the tag bit, until the associated
tag bit is not set before storing the data into the associated
20 command storage buffer in step 257. The process thereafter
returns.

FIG. 9 illustrates a block diagram of an embodiment of the
command burst FIFO 70. The command burst FIFO 70 is connected
to data streams 55A, 55B, 55C, and 55D from the storing buffers
25 30. The command burst FIFO is also connected to the graphics
memory 110 and to the data synchronizer 90. The command burst
FIFO further contains a burst FIFO status bit 71. The data
synchronizer 90 polls or periodically watches the burst FIFO
status bit 71 to determine if the graphics data within the
30 command burst FIFO 70 should be sent to the burst command
interface. The burst FIFO status bit 71, if set, indicates that
the command burst FIFO contains graphics data. If the burst FIFO
status bit 71 is not set, the command burst FIFO is empty.

FIG. 10 illustrates a block diagram of another embodiment
35 of the command burst FIFO 70. In the embodiment of FIG. 10, a

16 x 128 transfer FIFO 73 is contained in the command burst FIFO 70. The transfer FIFO 73 synchronizes the operational frequency of the command burst FIFO 70 to the operational frequency of the graphics memory. Data sent from the storing buffers is stored into the transfer FIFO. As the transfer FIFO fills up, data within the transfer FIFO is transmitted to the graphics memory 110. A 16 x 128 return FIFO 75 is further contained in the command burst FIFO 70. Data sent from the graphics memory 110 is stored into the return FIFO 75 to be eventually sent to the data synchronizer 90. Similarly, like the transfer FIFO 73, the return FIFO 75 synchronizes the operational frequency of the graphics memory to the operational frequency of the command burst FIFO. The data within the return FIFO 75 is eventually retrieved by the data synchronizer.

FIG. 11 illustrates a flow diagram of a process in which graphics data from the storage buffers 30 is transferred to the command burst FIFO 70. In step 301, the process examines the tag arrays. In step 303, the process determines if the same tag bits in each of the tag arrays are set. If none of the same tag bits in each of the tag arrays are set, then the process returns. However, if the process determines that one or more of the same tag bits in each of the tag arrays are set then in step 305, the process identifies which of the same bits in each of the tag arrays are set. In step 307, the process sends graphics data from all of the four command storage buffers occupying the same entry within each of the command storage buffers to the command burst FIFO. For instance, if the tag bit for the fourth entry is set in all four tag arrays, then the data in the fourth entry of all the command storage buffers are transferred to the command burst FIFO. In step 309, the process checks for additional graphics data to be sent to the command burst FIFO from the command storage buffers. If no additional graphics data is ready to be sent to the command burst FIFO, the process returns.

However, if additional data is available to send to the command burst FIFO, the process repeats steps 307 and 309 until there is
5 no additional graphics data to be sent to the command burst FIFO. The process thereafter returns.

FIG. 12 illustrates a block diagram of an embodiment of the data synchronizer 90. The data synchronizer 90 is connected the storing buffers 30, the command burst FIFO 70, and the graphics memory 110. The data synchronizer 90 transmits graphics data from either the storing buffers 30, the command burst FIFO 70, or the graphics memory 110 to the burst command interface 130. The data synchronizer 90 further contains a memory counter 91. The memory counter is updated, with a counter increased, for each transfer of graphics data from the command burst FIFO 70 to the graphics memory 110. The memory counter is also updated, with the counter decreased, for each transfer of graphics data from the graphics memory 110 to the data synchronizer 90. Through the use of the memory counter 91, the data synchronizer keeps track of the amount of graphics data in the graphics memory and thus the amount that needs to be retrieved from the graphics memory by the data synchronizer.

Similarly, as previously described in FIG. 8, the data synchronizer examines the burst FIFO status bit 71 to determine if data needs to be shifted out to the data synchronizer from the command burst FIFO. Furthermore, through the use of the tag arrays, the data synchronizer determines if data should be shifted out to the data synchronizer from the storage buffers. For instance, if a tag bit is set, data occupies a specific entry 25 within a specific command storage buffer, as previously described and illustrated in FIG. 6. The tag bit, therefore, informs the data synchronizer that data is available in the storage buffers 30 for potential retrieval by the data synchronizer. Accordingly, the data synchronizer is able to determine if data needs to be 30 retrieved from the graphics memory, the command burst FIFO, and 35

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the storage buffers by tracking, respectively, the memory counter, the burst FIFO status bit and the tag arrays.

5 FIG. 13 illustrates a block diagram of another embodiment of the data synchronizer 90. In the embodiment of FIG. 13, the data synchronizer 90 further contains a Data MUX 93. The Data MUX 93 acts as a 128 bit interface between the command burst FIFO and a 32 bit interface for each of the command storage buffers. The
10 data from the command burst FIFO is sent to the data MUX. The 128 bit data sent from the command burst FIFO to the Data MUX is then transferred to a data unpacker 95. The data unpacker 95 breaks up the 128 bits of data into sequential blocks of 32 bits of data. The 32 bits of data are then transferred to the burst command
15 interface.

When no data is left to send to the burst command interface from the command burst FIFO, then data from the storing buffers 30 is sent to the data MUX 93. If the data from the storing buffers is larger than 32 bits, the data is sent to the data
20 unpacker 95. The data unpacker 95 breaks up the data from the data MUX 93 into sequential blocks of 32 bits of data to be transferred to the burst command interface. If the data from the storage buffers is equal to 32 bits of data then the Data MUX 93 can transmit the data directly to the burst command interface 130.

25 FIG. 14 illustrates a flow diagram of a process the data synchronizer performs to shift data out to the burst command interface. In step 351, the process determines if graphics data is present in the graphics memory. If graphics data is present, then in step 357 the process sends the graphics data to the burst command interface and repeats step 351. If no graphics data is found in the graphics memory, the process in step 353 checks the command burst FIFO to determine if graphics data is present. If graphics data is present in the command burst FIFO, graphics data is sent to the burst command interface by the process in step 357,
30 and the process repeats steps 351 and 353. If the process
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determines that no additional graphics data is present in the command burst FIFO, and that no data is present in the command burst FIFO after waiting a short latency period, then in step 355
5 the process determines if graphics data is present in the storing buffers. If in step 355 the process determines that no additional graphics data is present in the storing buffers, then the process returns.
10 If graphics data is present in the storing buffers, the process sets the associated hit bit in the associated hit array in step 359 and sends the graphics data to the burst command interface in step 361. By setting the hit bit in the hit array,
the decoder/sorter is prevented from writing graphics data to the same entry of the other command storage buffers. Furthermore,
15 setting the hit bit prevents the storage buffers from transferring the graphics data to the command burst FIFO as 128 bits of packed data by transferring the graphics data in the same entry for each command storage buffers to the command burst FIFO. In step 363, the process checks the same entries within the rest of the command
20 storage buffers for additional graphics data. If the process finds additional graphics data, then the process repeats steps 359 and 361. However, if the process does not find additional graphics data, then the process in step 365 resets the associated hit bits in the associated hit arrays and repeats steps 351, 353
25 and 355.

By resetting the same hit bit for all the hit arrays, the decoder/sorter is now allowed to write into the storage buffers without any restriction besides that imposed by the tag bits as previously described. Also, the storage buffers are allowed to
30 transfer graphics data from the same entry of each of the command storage buffers to the command burst FIFO as 128 bits of graphics data.

FIG. 15 illustrates a flow diagram of an embodiment of a method of reordering out of order bus transferred data. In step 401, the process receives incoming data from an outside data

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source through an input/output interface, such as a bus interface, and synchronizes the frequency of the bus interface to a graphics
5 device. In step 403, the process examines the address information transferred with the incoming data. In step 405, the process orders the incoming data according to the address information examined in step 403. The process in step 405 uses different ways of storing information to properly order the incoming data
10 and to flexibly accommodate different amounts of incoming data. In step 407, the process sends the ordered data to the order dependent graphics interface and then the process ends.

Accordingly, the present invention provides systems and methods for improved bus utilization through the use of encoded
15 commands and received command and parameter reordering. Although this invention has been described in certain specific embodiments, many additional modifications and variations would be apparent to those skilled in the art. It is therefore to be understood that this invention may be practiced otherwise than as specifically
20 described. Thus, the present embodiments of the invention should be considered in all respects as illustrative and not restrictive, the scope of the invention to be determined by the appended claims and their equivalents rather than the foregoing description.

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